- Situational: outcome different than expected
- Cosmic: "irony of fate", contains gods.
- Historical: real events that happened with unexpected results
- Socratic: Socrates pretended to be ignorant.


- Emotion & Humour
  - A truly story pursues emotion indirectly. A serious writer is an interpreter
  - In interpretive fiction, emotion is the by-product, not the goal
- Sentimentality:
  - Excessive or faked emotion. It oversimplifies and sweetens life to get the feeling. It exaggerates, manipulates and prettifies.

- Suspense
  - Suspense is the quality of the story, increased when curiosity is paired with anxiety. If mystery is introduced or place protagonist in dilemma.
  - Suspense is connected to surprise, especially providing illumination.

- Fantasy
  - The non-realistic story or fantasy is one that exceeds limits of known reality. Ordinary laws of nature are suspended. e.g. ghosts, fairies, dragons, vampires, etc.

- The Scale of Value
  - Good reading involves criticism. Judgement depends on our perceptivity, intelligence and experience. 2 basic aspects of principles for literature:
    1. Every story is to be initially judged by how fully it achieves its central purpose.
    2. A story is successful, may be judged by the significance of its purpose.